

LISTING OF CLAIMS

Claim 1 (currently amended) - A method for gaming, the steps including:

enabling ~~the~~ a gaming device upon receipt of a wager,

evoking chance means to produce a plurality of ~~outcomes~~ indicia to be used in a plurality of concurrent games said indicia combining to produce an outcome for each said concurrent game, at least one of said plurality of concurrent games having an ultimate winning outcome and a plurality of intermediate winning outcomes,

displaying said ~~plurality of outcomes~~ indicia in said plurality of concurrent games,

comparing each of said ~~plurality of~~ outcomes for each of said ~~plurality of~~ concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of concurrent games if any of said ~~plurality of~~ outcomes matches said ultimate winning outcome,

determining whether, if none of said ~~plurality of~~ outcomes matches said ultimate winning outcome, any of said ~~plurality of~~ outcomes matches any of said plurality of intermediate winning outcomes in any of said plurality of concurrent games,

awarding credits if any of said ~~plurality of~~ outcomes matches any of said plurality of intermediate winning outcomes,

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continuing to evoke chance means to produce subsequent pluralities of
outcomes indicia until said ultimate winning outcome is produced or until said
subsequent outcomes are no longer possible, and

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saving a current set of said outcomes and said subsequent outcomes on
an encoded moveable media, said encoded moveable media dispensed to the player
for later use.

Claim 2 (original) - The method of claim 1 further including the step of
producing randomly-generated numbers corresponding to a randomly-numbered
playfield oriented in a row-and-column (RXC) matrix, and wherein said ultimate
winning outcome consists of matching all of said randomly-generated numbers to
said randomly-numbered playfield.

Claim 3 (currently amended) - The method of claim 2 further including the
step of awarding ~~the~~ a player for matching a subset of the numbers in said
randomly-numbered playfield to said randomly-generated numbers if said ultimate
winning outcome is not attained.

Claim 4 (original) - The method of claim 1 further including the step of
configuring said subsequent event to include the step of awarding credits.

Claim 5 (original) - The method of claim 1 further including the step of
configuring said subsequent event to include the step of awarding a plurality of
complimentary items other than credits.

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Claim 6 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the step of engaging in a subsequent gaming event.

Claim 7 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 8 (cancelled)

Claim 9 (original) - The method of claim 7 including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 10 (original) - The method of claim 2 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 11 (original) - The method of claim 10 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

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awarding credits according to a payable for matches between said selected subset of outcomes and said generated outcomes.

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Claim 12 (original) - The method of claim 10 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 13 (original) - The method of claim 3 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 14 (original) - The method of claim 13 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a payable for matches between said selected subset of outcomes and said generated outcomes.

Claim 15 (original) - The method of claim 13 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

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Claim 16 (original) - The method of claim 3 wherein only a single player is involved.

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Claim 17 (original) - The method of claim 3 wherein a plurality of players may participate in concurrent gaming sessions in competition with each other.

Claim 18 (original) - The method of claim 2 further including the step of forming said RXC matrix as a three dimensional array.

Claim 19 (currently amended) - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, said processor including and activating random output means, appearing on said display, resulting in said random output means generating indicia, said indicia combining to produce a plurality of outcomes, appearing on said display, applicable to a plurality of concurrent games,

means for comparing each of said plurality of outcomes to a set of winning outcomes for each of said plurality of concurrent games, said set of winning outcomes including, for at least one of said plurality of concurrent games, an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes on any of said plurality of concurrent games, including

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means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes, and

saving means to store the state of play on an encoded moveable media, including means to dispense said encoded moveable media for use at a later time.

Claim 20 (currently amended) - A method for gaming, the steps including:

enabling ~~the a~~ gaming device upon receipt of a wager; evoking chance means to produce indicia, said indicia combining to produce a plurality of outcomes to be used in a plurality of concurrent games, at least one of said plurality of concurrent games having an ultimate winning outcome and a plurality of intermediate winning outcomes,

displaying said plurality of outcomes in said plurality of concurrent games,

comparing each of said plurality of outcomes for each of said plurality of concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of concurrent games if any of said plurality of outcomes matches said ultimate winning outcome, wherein said subsequent event comprises:

awarding credits, and

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engaging in a subsequent gaming event, wherein said subsequent gaming event comprises:

allowing a player to independently select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a payable for matches between said selected subset of outcomes and said generated outcomes;

determining whether, if none of said plurality of outcomes matches said ultimate winning outcome, any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes;

awarding credits if any of said plurality of outcomes matches any of said plurality of intermediate winning outcomes;

continuing to evoke the chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible; and

saving a current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

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Claim 21 (original) - The method of claim 7 further including the step of configuring said subsequent gaming event as Keno.

Claim 22 (currently amended) - A method for gaming, the steps including:

enabling ~~the a~~ gaming device upon receipt of a wager, said gaming device correlative of BINGO;

receiving from ~~the a~~ player a target BINGO outcome, wherein the player chooses said target BINGO outcome independently of said gaming device;

generating BINGO outcomes;

comparing said generated BINGO outcomes with said target BINGO outcome; and

awarding credits according to a payable, should any of said generated BINGO outcomes match said target BINGO outcome.

Claim 23 (currently amended) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, said processor including and activating random output means, ~~appearing on said display, resulting in said random output means generating~~ BINGO indicia, said indicia combining to produce a plurality of BINGO outcomes, appearing on said display;

means for accepting a target BINGO outcome from a player, said target BINGO outcome chosen by the player independently of the gaming device;

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C2 means for comparing each of said plurality of BINGO outcomes to said target BINGO outcome; and

award means for awarding a player if any of said plurality of BINGO outcomes matches said target BINGO outcome.

Claim 24 (cancelled)

Claim 25 (currently amended) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, said processor including and activating random output means, appearing on said display, resulting in said random output means generating indicia, said indicia combining to produce a plurality of outcomes, appearing on said display, for a first gaming event;

means for playing a second gaming event concurrently with a plurality of said first gaming events; and

saving means to store the state of play on encoded moveable media, including means to dispense said encoded moveable media for use at a later time.